

**San
Leandro JOURNAL
Computer
Club**

February, 1993

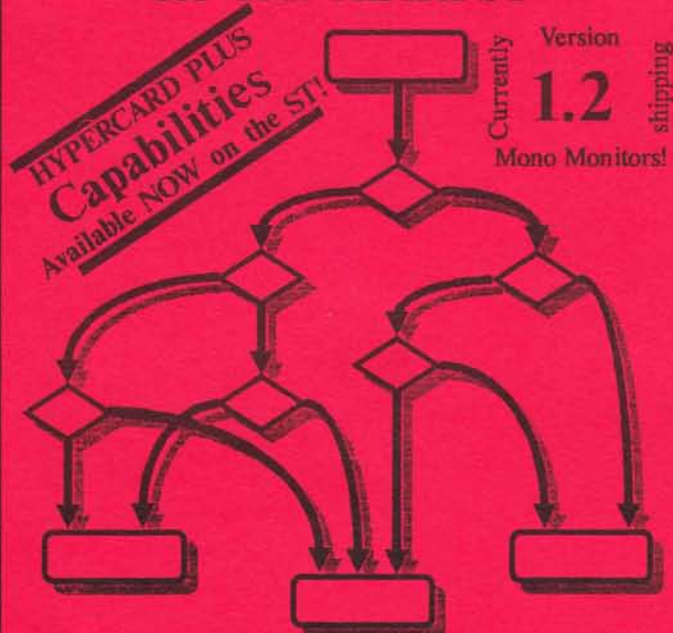
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San Leandro Computer Club

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An independent, non-profit organization of diehard Atari microcomputer users. Membership provides access to the club print and magnetic libraries, subscription to the Journal and participation in club activities. A membership application may appear elsewhere in this issue.

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FEBRUARY

1993

This month, in addition to our 8-Bit Disk of the Month review and Minutes from last month's meeting, we provide a sampler of three online magazines.

We have reprinted the contents "pages" and sample offerings from the latest Z-Net, STReport and Atari Explorer Online.

If you're curious about the articles that we didn't reprint, we're sure the BBS's listed on page 7 would be happy to have you try them out.

Also on page 7 is an announcement for the upcoming Sac Expo. Will there be any Falcons for sale there?

You know how to find out.

Official SLCC BBS*

8/16 - Key System (510) 352-5528

Official ATARI BBS

(408) 745-2196

Z-Net Golden Gate

(510) 373-6792

*Mike Sawley, Key System Sysop, does not have a 16-Bit Atari. Thus, he can't preview the ST/TT offerings that are on the Key System.

If you download something, let Mike know what you think of it, so that he will know whether to keep it or not.

Non-Member Ad Rates:
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Z*NET: ATARI ONLINE MAGAZINE

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* The Unabashed Atariophile	Michael Burkley
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***** THE EDITORS DESK

***** By Ron Kovacs

There was plenty going on all over this week! A new President took office, Atari attended the NAMM show with great success, and the Z*Net BBS crashed!

First let's start with the NAMM event. We do not have a full report prepared for this edition, but one is nearly complete and not ready until next week. John Nagy attended and is working on it!

However, in a discussion shortly before press with Nagy, he told me that Atari received thousands of orders for Falcons at NAMM, faces from the music industry like Thomas Dolby, Jon Anderson and a few others attended and the overall feeling of a great show was apparent. As stated earlier, look for a full report on NAMM next week.

Also this week, President Clinton took office with hopes of change for our country, something I was personally pleased about. It feels nice having a change after 12 years!

Lastly, if you are a regular caller to the Z*Net BBS, you may have noticed the never ending busy signal. We did have a crash this week, and went to back-ups. If you haven't been up to date on your own backups, please do so today! I had them, never thought I would use them, and found them to be useful when needed!

As always, thanks for downloading Z*Net! If you have comments, please send them along!

PC SOFTWARE TOPS \$7 BILLION IN 1992

Dataquest announced its preliminary 1992 worldwide application and operating system market share survey results. According to the survey, the industry grew by 30 percent in 1992 and surpassed the \$7 billion mark in factory revenue for the first time.

PRELIMINARY 1992 WORLDWIDE SOFTWARE APPLICATIONS FACTORY REVENUE ESTIMATES (Millions of Dollars)

VENDOR	1991 Revenue	1992 Revenue
Microsoft Corp.	1,693.2	\$3,378.9
Lotus Develop. Corp.	776.9	894.7
WordPerfect Corp.	451.6	643.7
Borland International	471.1	493.9
Symantec	123.5	206.8
Others	2,355.1	2016.5
INDUSTRY TOTAL	5,871.4	7,634.5

The top five vendors in 1992 controlled nearly 74 percent of the revenue, up from 60 percent in 1991.

***** CALLIGRAPHER 3

***** Press Release from Codehead Technologies

Calligrapher 3

The Next Generation Of The Ultimate Writing Machine

LOS ANGELES - CodeHead Technologies and Working Title US are proud to announce the release of Calligrapher 3! If you're already familiar with Calligrapher, you know it's a powerful, intuitive, graphics-based word processor. Now, Calligrapher 3 adds terrific new features, streamlines the installation procedure, is compatible with the Falcon030 and MultiTOS, and no longer uses GDOS!

This document describes the enhancements and changes in Calligrapher 3, as well as the procedure for upgrading to version 3. If you are unfamiliar with Calligrapher and its features, you can obtain an excellent overview by trying out the Calligrapher 3 demo package, available by calling CodeHead Technologies (213) 386-5735, or by downloading the demo from any of the popular online networks.

Enhancement

- o GDOS (G+Callig) and Line_Arc have been built into Calligrapher itself, so there is no longer any special startup disk and nothing is required in the AUTO folder. This makes it much more compatible with other GDOS programs since there is no overlap, and also makes installation and setup MUCH easier and less trouble-prone.

- o If you have a hard disk and 2Mb, Calligrapher displays vector fonts on screen. The new edition caches screen fonts more intelligently, speeding up the opening of documents and moving through documents that contain vector fonts.

- o Supports Esc-P2 printers (Epson Dot Matrix printers that support 360dpi compressed mode).

- o Allows you to reduce the amount of memory taken by Calligrapher to make it compatible with multitasking operating systems such as MultiGem and MultiTOS.

- o A new easy-to-use fast install program supporting 1.44Mb disk drives and the new features of Calligrapher. This program uses a GEM dialog box and is more intelligent; it reads in as many files as will fit in memory and then writes them to the hard drive, and requires a minimal amount of disk swapping.

- o Templates - documents with the extension CAT, are treated as base documents. (Similar to 'stationery' documents on the Macintosh.)

- o Calligrapher will prompt you to rename them when they are saved. Also there is a default template that is loaded when Calligrapher is first started. This allows you, for example, to save the ruler settings for your default ruler.

- o The FlexText module now allows you to USE ANY URW typeface, not just the included ones.

- o On a TT, Calligrapher now moves its code into TT RAM to run 30% faster.

- o Import/export of Rich Text Format (RTF) files has been added to the import module. These files allow you to keep the style and fonts within a document, together with any footnotes, when you transfer to other programs that support RTF.

- o The integral symbol and brackets in Calligrapher's mathematical formulae have been improved.

- o There are new commands in formulae to cover set

symbols, and things such as products. Equivalents have been added in the interactive formula editor.

- o When you adjust markers on the ruler (margins, tabs, etc.), a vertical line is drawn to help you gauge positions.

- o Mark a section and increase or decrease all font sizes proportionally (by the proportion 9/10ths or 10/9ths).

- o Keyboard shortcuts have been added to the interactive formula editor.

- o A new program allows you to change Calligrapher's internal setup.

- o This allows adjustments to its memory, printer and other internal details.

- o The supplementary language disks have been improved. Spanish includes a Catalan dictionary and a Spanish thesaurus. German has a German dictionary and thesaurus. Italian has a Catalan dictionary.

- o A triple click on a paragraph selects the whole paragraph.

- o When running under a multitasking operating system, the disk-based clipboard is switched on, allowing you to cut and paste text dynamically between applications.

- o Two printers are supported at the same time, allowing you to switch between them at print time.

- o A separation line has been added between footnotes and the body of text.

- o Calligrapher 3 remembers the pathname when inserting multiple graphics into a document.

- o There is a driver for the Ricoh 1200 laser printer at 400dpi.

System Requirements

- o Calligrapher 3 Professional requires 1 Mb of RAM and a floppy disk. Calligrapher 3 Gold requires 1 Mb and a hard disk. Version 3 requires more memory than version 2, so if your documents are at the limit of memory with version 2, you will be over the limit with version 3.

New Fonts

- o There are 20 new URW typefaces available, number 67 through 86.

- o These new fonts will only work with version 3 of Calligrapher.

- o Previously purchased font disks can be re-installed to work with Calligrapher 3 by using a new install program included with the upgrade.

- o Font charts files will be uploaded to the online services, allowing you to print out sample displays of the new fonts on your own printer.

- o The new fonts are as follows:

67 Goudy	72 Stencil	77 T-bird Cond.
82 Olde Towne No 536		
68 Grotesque No.9	73 Stop	78 Latin Wide
83 News Gothic	69 Hobo	74 Serpentine
79 Murray Hill	84 Raleigh	70 Nevison Casual
75 Thorwood	80 Park Avenue	
85 Romana Demi Bold	71 Playbill	76 Thunderbird
81 Maxima	86 Stymie	

Items Removed

Some things have been removed due to the changes in the way Calligrapher operates. If any of these things are essential to your needs, you should not upgrade, or you should make sure to save an installed copy of your current Calligrapher.

- o Bitmap GDOS printer fonts are no longer supported. Only URW outline fonts will be output to your printer.

- o Sizefont, Editfont, and Assign Edit have been dropped as they are no longer relevant.

- o The ability to print to disk in PTD format has been removed, along with DiskPrint.

- o FlexText no longer runs as a separate program, due to the lack of GDOS/G+Callig support. It must be run as a PAK. Some changes have been made to reduce the amount of memory it consumes. (It can run on a 1 Mb system).

Upgrade Procedure

When you upgrade to Calligrapher 3, you're also entitled to one FREE URW outline font disk (worth \$34.95). And since the new version of Calligrapher only works with the URW outline fonts, any additional font families that you purchase along with the upgrade are only \$25 (a \$10

discount).

- o The upgrade price from version 2 to version 3 is \$45.
- o The upgrade price from Calligrapher Professional version 2 to Calligrapher Gold version 3 is \$100.
- o The upgrade price (either \$45 or \$100) includes ONE FREE URW FONT DISK, worth \$34.95. Any one of the existing typefaces may be chosen, including the new fonts mentioned above.
- o The upgrade is available to anyone who owns the Working Title US (CodeHead) version of Calligrapher and has received a registered disk 5 from us.
- o The upgrade may be purchased by phone or E-Mail by supplying us with a credit card number (including expiration date) and a shipping address.
- It is not necessary to return your original disks.
- o The upgrade may also be ordered by mail with a check or money order.
- o The upgrade includes five disks plus the free font disk and printed documentation for the new additions.
- o Additional URW font disks may be purchased with the upgrade at the price of \$25 each.
- o Shipping and handling charges for the upgrade are \$3 US, \$4 Canada, and \$6 overseas.

Working Title US, a division of CodeHead Technologies, is the official US importer of Working Title products.

NOVEMBER/DECEMBER
ATARI EXPLORER MAGAZINE
Announcement
#####

ATARI EXPLORER MAGAZINE
Volume 7, Issue 6
CONTENTS
November/December 1992

/// FEATURES

- o Atari Falcon030 - U.S. debut

/// REVIEWS

- o Migraph PS-400 Wand - A full range hand scanner with optional document feeder and the latest version of Touch-Up.
- o G-Man v3.0 - GDOS setup and management has never been easier.
- o The Link - Now ICD lets you connect SCSI devices to any ST.
- o Emulator v1.00 - Emulator runs ST software on an IBM PC.
- o GenEdit v2.0 - Barefoot's powerful MIDI Editor/Librarian.
- o Tune-Up your Hard Drive - a feature by feature comparison of the two best choices for keeping your data safe.
- Hard Disk Sentry v1.3
- Diamond Edge

/// ENTERTAINMENT

- o The Lynx Line - Clayton Walnut reviews Pinball Jam and Shadow of the Beast plus Electrocop hints and more!

/// PORTFOLIO

- o The Portfolio Files - Answers to the most common Portfolio questions.

/// SPECIAL INTEREST

- o Three Books for Coders - From GFA Assembly to the AES, these books cover it.

o The Atari Clipboard - How to best use the Clipboard in your programs.

/// DEPARTMENTS

- o Editor's Page
- o Atari World News
- o Question Mark
- o Advertiser Index

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PERUSING GENIE
Compiled by Ed Krinen
#####

Some messages may have been edited for correct spelling, grammar, and irrelevant material.

UPDATED FALCON NEWS

- o In the "Atari Corporation Online" category (14)
- o from the "Falcon 030 - Help and Questions" topic (41)

Message 134 Thu Jan 07, 1993
F.BELL.1 [Frank @ Home] at 13:33 EST

The first Falcons (not pre-production or 'first' production machines) are being delivered to dealers in Germany. Some were even sold and in the hands of end users before Christmas. :-) Many dealers are or have increased their earlier orders believing the first few batches will be completely sold out and that at suggested Atari retail prices.

Message 182 Mon Jan 11, 1993
B.REHBOCK [BILL@ATARI] at 02:09 EST

One of the great things about Falcon is the fact that unlike the Mac or PC, no expensive composite solution is needed. Atari is manufacturing an adapter block similar to the VGA and ST blocks that will be available. The block has two RCA connectors on it, the yellow supplies composite video and the white has a left and right mix-down of the stereo output of the sound system.

It is set up so that people can get their animations and graphics, in living color, completely overscanned out to video tape as easily as possible.

In Europe, we will have a Peritel/SCART cable available to do the equivalent video stuff over there. :-)
-Bill@Atari

ATARI WORKS!

- o In the "Atari Corporation Online" category (14)
- o from the "Falcon 030 - Help and Questions" topic (41)

Message 155 Sat Jan 09, 1993
D.A.BRUMLEVE [kidprgs] at 18:54 EST

In my opinion, the best news of last night's Dateline Atari! conference was that Concierge, a.k.a. ST Sutra, has now tentatively been renamed Atari Works. That's a great name, a name folks will understand right off the bat. It translates very neatly into other Germanic languages with the use of direct cognates, and everybody can pronounce it. Bravo!

Bob indicated that Atari Works would most likely be included (bundled) with new hardware sales and sold as a separate package to current owners. The program is said to work with machines from the Falcon on down, and I'm very much looking forward to using it myself. Some folks using the beta version were highly praising it last night.

Message 174 Sun Jan 10, 1993
B.REHBOCK [BILL@ATARI] at 22:12 EST

A few notes... Sutra is really named Atari Works, not just tentatively. :-) Sutra actually did make sense, but it did take way too long to explain it; Concierge was the most ridiculous, especially considering that "Concierge" literally in French means janitor or housekeeper. :-)

I am very excited about Atari Works getting ready to ship, it really has been worth the wait.

I personally think that most people that are using Falcon030 in productivity-oriented situations will use a standard VGA monitor running in 640x480x256 color mode. If they want interlaced true-color, they will probably be running an animation or rendering package and want composite output to a VCR.

Atari's 16-bit dithering of 24-bit PhotoCD pictures on Falcon is likely to be the best you'll ever see. It was designed by ColorConcepts, the same company that did much of the color handling in Calamus SL. Many people at Comdex that saw PCD running on Falcon said the output was vastly superior than what they saw on any 16-bit true-color PC or Mac.

-Bill@Atari

NAMM NEWS

- o In the "Atari Magazines" category (15)
- o from the "AtariUser Magazine" topic (10)

Message 64 Sun Jan 17, 1993
JOHN.KING.T [JOHN KING T] at 00:01 EST
NAMM 1993

This year's showing by ATARI at NAMM has been the biggest and best ever. Things have been so busy, this is the first chance I have had to breath and get something posted here on GENie.

ATARI has a private room this year. The room is about 1,000 sq. ft. There are sixteen developer stations. The Developers inside the ATARI booth are D2D Systems, Cho-Magic, CodeHead Software, Barefoot Software, Thinkware, Dr. T's Music, Compo Software, MGI, On Stage, Hotz Technologies, Digital F/X, Oktal, Steinberg/Jones and Yamaha.

There is also a performance stage where five demonstrations are being given each day. The likes of Chester Thompson and Jon Anderson have been seen on stage.

The attendees have been very upbeat. I have taken FALCON orders for their retailers and I am just a nobody at the show who is not supposed to be doing stuff like that. But, the ATARI staff have been having back to back meeting from 9:00 am 'til closing, and beyond.

The FALCON is the star of the show. EQ Magazine

awarded ATARI Product of the Year for the FALCON.

There is much that I have left out. My feet hurt and I can barely think. I will post more as my head clears.

John King Tarpinian
Assistant Editor
AtariUser Magazine

CALAMUS COMPARISON

Capture from GENIE ST RT

#####

Thank you for your interest in purchasing this product from DMC Publishing. This file is adapted from the Introduction to Calamus S in the Calamus S manual.

The development of Calamus, its graphic interface, and its related products bring you to the forefront of desktop technology. Calamus supports state of the art color technology, printers and graphic boards.

Functionality and modularity allow a step-by-step expansion of the system, customized to your needs - WYNIWYG (What You Need Is What You Get). New developments are easily integrated and guarantee compatibility.

Calamus S and Calamus SL are based on the same graphic user interface.

That is the reason we offer the same documentation for Calamus S and Calamus SL.

The remainder of this information highlights differences between Calamus 1.09N and Calamus S. You will notice many important advances. A list of the differences between Calamus S and Calamus SL is presented at the end of this section.

Comparing Calamus 1.09N to Calamus S

Both Calamus SL and Calamus S are color capable. Up to 16.7 million colors can be accessed from the various color display and output options.

Screening

Calamus S uses technically correct screens that are automatically defined by the printer drivers for true WYSIWYG.

Precision

The calculation precision of Calamus S can be adjusted and is set to 1/10000 mm.

Modules

As with Calamus SL, Calamus S incorporates a number of basic internal functions and standard elements and modules. Add to these an increasing number of optional modules. This concept guarantees flexibility as Calamus products continue to be developed. True WYNIWYG!

Magnifying Glass

The magnifying glass makes it possible to zoom in on any part of the document.

Multiple Documents

You are able to work on multiple documents (up to 7) at the same time and exchange data between them by using a scrolling clipboard. The number of clipboard items is limited only by available RAM.

Double Pages

Calamus S has a true double-page mode. Double page documents are displayed and can be edited in the double-page mode.

Floating Submenus

The command areas of Calamus S can be moved anywhere on the screen. You can also create and display multiple command areas simultaneously.

Design a command area configuration for your desktop based on your own preferences.

Improved File Selector

The file selector box has been expanded and improved.

Editable Macro Keys with Macro Recorder

A command sequence can be recorded with the help of the Macro Recorder and then assigned to a key (macro key). This allows you to configure Calamus S to your needs. The assigned macro keys can be edited later.

Virtual Memory

Calamus S contains virtual memory management that allows you to create documents that are larger than available RAM. This is achieved through the use of free space on your hard disk drive to page parts of your document.

Master Pages

Instead of the header/footer frames, Calamus S has a fully implemented master page management system which can handle repeated elements with a great degree of flexibility. Master pages can also be saved and used in any document you wish.

Improved Caching

Calamus S can cache all frame types unlike the vector only cache in 1.09N. This dramatically speeds up screen redraw.

Pulldown Menus

Import Drivers

Calamus S can import more formats than 1.09N. Since all import drivers are separate modules, they can be loaded or deleted at any time. You can also save selected drivers in your setup file.

Multicopy with Offset

Besides the ability to select a frame copy type as Virtual or Physical, you now have the option to enter the number of desired copies as well as x and y offset from the original.

Lock Document

To prevent a new/different format at a different workstation or service bureau, documents can now be locked. This option also allows you to automatically remove empty pages, unused fonts, text styles and color lists from a document when you save.

Expanded Setup

The system default CALAMUS.SET file has been expanded. All settings of Calamus S are saved now. Additions include the unit of measurement, text style and ruler settings. The CALAMUS.SET file contains over 200 user selected parameters.

Clipboard

Clipboard functions are now more flexible. In addition to frames, you can copy vector objects, text and text rulers to the clipboard.

Data Exchange between Documents

Document limitations have been removed. Both text and graphics can now be copied between documents using the universal clipboard.

Unlimited Entries

The number of entries available on the clipboard is now limited only by the amount of available memory.

Modules

Page Module

The units of measurement in Calamus S can be adjusted more precisely than before. When importing a document from Calamus 1.09N, you may adjust your work to the more precise standards of Calamus S.

Master Page Control

Master pages have their own command field in the Page module.

Frame Module

Handling of proportional frames has been improved.

Text can now flow around any vector object. The outline of a vector graphic is considered as the flow border and not the frame itself (as is the case with bitmapped graphics).

The handling of textflow chains has been dramatically improved. You can now connect different textflow chains as well as insert one chain in another and insert frames into an existing textflow chain, before or after a selected frame.

Control Lines (Gradient Curves) for Images

Since you are now able to load more than just bitmapped images (gray scale and color), you can adjust the gradient curve for any picture format. This includes the ability to control intensity, contrast and color levels.

Page Parts Print Option

The page part print option (known as Tiling) allows you to define an area of your document for printing. You can frame any part of a page and print it. This function is helpful if the printer cannot print the entire page. In this case, only those parts of the page enclosed by a user definable frame will be printed. Further, the tiling frames can be configured to

spread across the entire page, with definable overlaps, so that your complete work page is printed in a series of tiles.

You can also now define the vertical and horizontal overlap for each tiling frame. The size of each tiling frame may be user defined or may be automatically set to represent the maximum possible print size of the selected printer.

Frames: Write Mode/Mirror/Rotate

Frames can now be rotated, mirrored and named. Further, you are able to set the write mode (transparent, opaque, inverted) for every frame. The rotate function also now applies to any frame.

Calamus 1.09N made it possible to name pictures. This is now possible with all frame types, thereby allowing many people to work on one document. The layout person can define which file should be imported into which frame.

Magnetic Help Lines, Grids and Frames

Magnetic Frames have been added to existing magnetic help lines and grids. This allows the accurate positioning directly on frame borders.

Definable Origin Point for Layout Ruler and Grid

The point of origin for the layout ruler and grid can be defined anywhere on the x and y axes.

Improved Frame Display

All frame types are now accessible and can be moved in their inactive state.

Text Module

Calamus 1.09N allowed you to insert time and date stamps into text via a macro. Calamus S allows you to recalculate these values, allowing more control in your document.

Spelling correction is possible with the help of the spell checking dictionary.

Keyboard Layout

Variable commands and command sequences can be tied to a definable key binding. These definitions can be edited at any time. A scroll bar has been added to the character set command group.

Tabulator/Indents

The complete tabulator (tab) concept of Calamus 1.09N has been redesigned. Depending on the position of the tabulator in the text, the orientation is either centered, left aligned or right aligned. The mouse may be used to drag indents and tabulators. The command fields Set Tabulator and Delete Tabulator must be deactivated in order to use this function.

Text Functions

Justified text has been improved. Space width can be assigned a minimum and maximum value.

Text macros can be assigned to any key (like the key commands). The text macro key must be pressed in conjunction with a key command, activating the text macro function.

The efficiency of the layout editor has been improved. Text corrections and changes can be handled more easily and quickly. Screen redraws are localized to the current display. No more waiting for the whole document to reformat!

Text Style Module

The management of text styles has changed dramatically. You should take some time to study this part of the manual. The degree of control is now remarkable:

Font calculation can be changed to values based upon em, versal, and designer height.

Predefined character heights can be edited.

The definition of kerning can be calculated differently. Proportional Text, Esthetic Kerning, and Numbers in Block can be selected via on/off switches.

Until now, you could only affect inter-character and word spacing using the text ruler. These can now be achieved with the text style options.

Outline, underline, shadow percentage and character body can be adjusted separately. This also applies to color selection. You are able to achieve global change in the text layout with the help of the text styles.

Until now, settings for font, character size, character attributes, and character color had to be entered separately. These can now be set or changed for each text style. Text styles are kept in an editable list which can be used in any document.

Raster Area Module

The radius of corners of raster areas can now be changed.

New Modules

Text Editor Module

PKS-Write is the new built-in Text Editor. It is specifically designed to maximize the functionality of Calamus.

Focoltone Module

Focoltone is a new color system which is based on Process Colors (CMYK) and specifies 763 spot colors. All spot colors can be reproduced with the help of the four standard colors from the most difficult pastel tone to the brightest full color.

System Parameters Module

Default system parameters can now be set within the System Parameters module. Parameters include the font directory tree (fast accessing of Calamus fonts), screen resolution, minimum memory requirements, screen rasterization, system memory and much more.

Color/Grayscale Module

The color/grayscale module allows Calamus owners with 8- or 24-bit color cards to switch to grayscale mode.

Additional Information

Raster Generator

The Raster settings are contained in the Calamus S printer drivers. When you load a new driver, the output on the screen will be in rastered format, but only for a limited range of screen resolutions.

Color Separation

These settings are also dependent on the printer driver and cannot be altered.

Optional Modules for Calamus S

- Brush Module
- Speed Line Module
- Mount Module
- Dataformer Module
- Mask Module
- Toolbox Module
- and more...

Calamus SL functions inactive in Calamus S

- Common spot colors
- Set Raster (Page module)
- Set Color Separation (Page module)
- Set Layout/Work Area (Page module)
- Anchor Picture (Frame module)
- Preferred text runaround left/right (Frame module)
- Convert Picture Type (Frame module)
- Histogram in control line dialog (Frame module)
- Access the Use function in the control line dialog (Frame module)
- References (Text module)
- Prevent Hyphenation (Text module)
- Leader Tabulator (Text module)
- Set Hyphenation Rules (Text module)
- Vertical Text Alignment (Text module)
- Italicize fonts (Text Style module)
- Compress/Expand fonts (Text Style module)
- Write direction from right to left (Text Style module)
- Transparent outline (Text Style module)

SAC EXPO IS ON FOR SURE!!

THE SACRAMENTO ATARI ST USER GROUP (THE 'MIGHTY SST') IS GOING ALL OUT FOR A WING DING OF A ROMPIN' STOMPIN', FUJI FLIPPIN' FANDINGLE CALLED THE "SAC EXPO." SADDLE UP 'OLD PAINT' AND HIT THE ROAD FOR SAC TOWN TO JOIN THE WILDEST BUNCH OF GRAZED ATARI MANIACS EVER TO BLAZE THE OLD TRAIL.

•Carouse with the Codeheads •run barefoot through the Barefoot booth •watch out for Diamond Backs in the Oregon Research booth •and do you know the way to the San Jose Computer booth? •Our own Steve's Software will be rustlin' up deals in his corral •and you won't find Marcel Software clowning around; they'll be too busy debuting their new product! •Help yourself to some Cottonwood Computer candy •and make sure you mosey on over to the fabulous SST booth and have a chew with the gang!

All this *merriment and frivolity* will take place the *13th and 14th of March 1993*, at the Towe Ford Museum near old town Sacramento. There are zillions of ways to **find out** about the SAC Expo!!! **Call the Towe Museum at (916) 442-6802. Call Sports Leisure Travel** (for hotel or travel bookings) **at 1-800-321-4758** (ask for Mark or Del). **Write GENIE Mail** to SST's own Mark Warner at **M.WARNER8**. Or shucks, just **call** the newly elected SST President/SAC Expo vendor coordinator **Nick Langdon** at **(916) 723-6425**. It couldn't be any easier!

Tickets for the show are \$6 for one day and \$10 for both. As an added convenience, advance tickets may be purchased by mailing a self addressed stamped envelope, and the appropriate amount of funds to: ♦ SST ♦ P.O. BOX 214892 ♦ Sacramento, CA 95821-0892 ♦ And don't forget folks! Paid admission to the SAC Expo also entitles you to the auto exhibits of the fabulous Towe Ford Museum. The Towe has the largest collection of antique Ford automobiles in the WORLD!! So dash out of your dude ranch and *come see how the Towe's Ford Falcon compares to Atari's version. See ya at the SAC EXPO!*

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If you'd like further information or would like to join AtariNet please contact one of the following via AtariNet or Fido: Bill Scull Fido 1:363/112 AtariNet 51:1/0, Dean Lodzinski Fido 1:107/633 AtariNet 51:4/0, Terry May Fido 1:209/745 AtariNet 51:2/0, Tony Castorino Fido 1:102/1102 AtariNet 51:3/0, Don Liscombe AtariNet 51:5/0, Daron Brewood Fido 2:255/402 AtariNet 51:6/0. You can also call the Z*Net News Service at (908) 968-8148 for more info.

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January 22, 1993

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* ATARI & NAMM '93 *

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PEOPLE ARE TALKING

> NAMM COMMENTS STR SHOW NEWS

A few Comments about NAMM '93
CTSY GEnie's ST RT

Category 14, Topic 41 Message 87 Sun Jan 17, 1993
MUSE [Tomas] at 06:04 EST

Curt,

I just got home from the NAMM show. The Atari room had plenty of Falcons running, lots of music and pretty steady activity most of the day. D2D (Direct to Disk), Barefoot Software and others were showing stuff on the big (four foot?) monitor at the stage end. John Eidsvoog and some neophyte were demoing MIDI Spy and Calligrapher 3.

I was trying to get Bill Rehbock (gee, that spelling doesn't look right.) to show me Speedo-GDOS and/or Atari Works and he disappeared to get the disks, but then he got real busy.

Mostly NAMM is pianos and guitars and people. This is a really large show. I noticed a Falcon030 on display at the Motorola booth. Other than that I didn't see any Atari's outside of the Atari room. Well... I saw an Atari_monitor_ at Dr. T's, but the ST/TT/Falcon was not in sight. (Rumors that a guy wearing a CodeHead T-shirt was seen carting off a Falcon could not be verified. <grin>)

The Steinberg people were right across from us and the stuff they were playing sounded great! On the stage they were playing digital recordings from the Falcon while a video played on the monitor. The Falcon was scrolling text across the video and processing the effects for the live guitar player and syncing the whole thing with SMPTE from the video. I have to think there's a future for the Falcon, and I say that because I didn't want to get my hopes up too much. For the Falcon to be successful it has to find its niche. By Golly, those musicians at the NAMM show were pretty impressed. Guitars players were looking at the direct-to-disk recording capability and thinking, at last! You give these guys this kind

of musical power at these kinds of prices and they'll go nuts. The music people see and use computers in a unique way. I would suspect that most of them don't use or own a modem (hard to believe, I know). I've spoken to some musicians who have used ST's for years and never needed a text editor! There is also the type of consumer that likes gadgets and toys, video, audio and the like. He likes to put scrolling titles on videos of the recent vacation, maybe even a little music and narration. Maybe he'd like a photo CD setup. These people will buy if they hear about the Falcon. When I say "hear about it," I'm not just talking about advertising, but also word-of-mouth and identification with a certain niche in the market, like the Amiga has with video, the Mac with DTP and the IBM with cash registers <grin, wink>.

Anyway, I had fun at the NAMM show.

==Tomas== January 17, 1993 @ 1:48:24 am PST

Category 11, Topic 9 Message 1 Mon Jan 18, 1993
T.MYNAR at 00:22 EST

Well, it finally started raining in California. It held off long enough for everyone to move their stuff in on Thursday. Then it poured buckets full on Friday. I didn't notice any leaks in the ceiling, but I could just imagine what the damage would have cost if it had happened.

I am a user group volunteer working in the Atari booth to assist, direct, point out "there's Gary Tramiel over there, go ask him", etc. We are also responsible for assembling and disassembling the system setups. We had approximately 16 Falcons, 4 TT's, 4 Mega Ste's and 2 1040Ste's available. We experienced trouble with 1 Ste and about 6 Falcons. I believe these units are from the Comdex show, with a few of them which are actually brand-new. Atari has switched manufacturers before making the production runs. We have not identified which source the bad units came from. But judging from my experience when the TT's first came out, these seem to be much more reliable. Most of the problems have been traced to the hard drives (why didn't they just put 2 SCSI controllers in these things like the TT). I don't know if the problem is the IDE drives, the power supply or the IDE controller circuitry. We also found that several developers blamed the machine for failing, when it ended up being their software (we went through 3 machines before they finally said, "Oh, we're sorry...").

The discussion around the configurations were 1 mb, no HD; 4 mb, 65mb HD and 14mb. The prices we were quoting were those from the Atari Explorer magazine (\$799, \$1299 and \$717997, respectively).

Most marketing complaints came from Canada. It appears the trade agreement between the US and our close friends has created some conflicts. This information was not taken very lightly, as several "Employees" discussed alternate supply routes and distributed many Dealer Promotion Kits (with phone numbers and such).

It's a long show and substantially busier than Atarifest. Atari rented a room off to the side. I believe this provided a much quieter environment than other times. It appears that the Atari developers were much more willing to cooperate with each other. Whereas, on the general floor you cannot get away from one booth playing their guitar amplifiers louder than the next. I don't know how many people attended this year, but they were even using the Disneyland parking lot.

Category 11, Topic 9 Message 14 Wed Jan 20, 1993
MUSE [Tomas] at 01:31 EST

One thing I thought might be of interest is a program from chro_MAGIC Software (417-623-7393). These folks had a booth right next to the CodeHead booth. They were demoing "Pianistics" a tool designed to help piano players learn chords and scales in all keys. It also gives insight into the concepts of improvisation and chord substitution.

The thing that caught my interest was the fact that they were working on another program that would be similar to the Miracle Keyboard available on other platforms. It would work with any MIDI keyboard. I believe they are calling it "Pianistics Professor."

Also available from them: Pianistics Encyclopedia and Guitaristics.

==Tomas== January 19, 1993 @ 9:33:28 pm PST

CTSY CIS Atari Fora

#: 36392 SS/Music/MIDI 21-Jan-93 20:26:16

Sb: WJ. Grunke post-NAMM talk

Fm: Sysop*Brad Hill 75720,540 To: ALL

ALL,

This will summarize my conversation of 1/21 with James Grunke, the head of MIDI development (I can never remember his exact title) at Atari. We talked first about the NAMM show last weekend, and then more generally about the Falcon's approach to the music market.

As might be expected, James was incredibly, effusively positive about Atari's NAMM experience. As I mentioned in last week's summary of my talk with Bill Rehbock, Atari had a separate room this year, featuring a main stage and over a dozen Falcon workstations. James said that in his years of NAMM experience, he has never seen anything remotely like the receptive excitement that the Falcon generated last weekend. He reports that dealers were "standing in line" to enter their purchase orders. The word "incredible" was rolling easily off his lips. A press conference on the first day saw the attendance of about 50 press reps, including writers/editors from Keyboard, EM, Pro Sound News and others.

The Atari room scheduled 5 demos each day, featuring presentations by D2D with their augmentations of the Falcon hard disk recording capability; Oktal with their Multitude sequencer -- which, btw, I know nothing about... anybody here used/seen it?; Steinber-Jones with Cubase. Reps from Motorola, Yamaha and C-Lab (now E-Magic) participated. Come to think of it, a good follow-up question would be what Yamaha's involvement is.

Suffice to say, James was very pleased with the NAMM experience. It'll be interesting, in a couple of months, to see what the perspective of the music magazines is, how much space they give the Falcon in their overviews, and how much excitement is really being generated.

Moving on from NAMM, our conversation took a turn toward the vague side, and James became a bit more elusive. My two primary concerns were:

- 1) What is Atari's marketing thrust going to be with the Falcon with respect to the music community, and how will it be balanced between the pro and recreational worlds;
- 2) What will be done to rebuild relations with the development community, and what music software might we see during the next year?

James made strong mentions of the EQ Magazine blue ribbon award after the AES show (which was presented during NAMM), and the current (February issue) Byte magazine piece on the Falcon, both of which have been mentioned here on the board. I was surprised and disappointed by his emphasis on these two bits of publicity, because they really do seem like "bits" to me (well, OK, maybe "bytes"), small indicators of what I hope to see much more of. When I asked him about marketing/advertising plans, he fell back on these two items as indicative of the excitement being aroused in the computer industry, and didn't have much else to say about what we might expect.

Generally, he represented Atari as being much more interested in the recreational consumer than the pro musician/studio world. He allowed as how the pro music niche is much too small to pursue in a big way. Understandable, and if Atari can sell bunches of Falcons, I don't really care at first who they sell them to. What made me more nervous, though, was his statement that they would rely on third-party people to develop markets for the machine.

I expressed the opinion that developers might be shy about their involvement until they saw markets in place or growing -- the old catch-22 which I feel can only be broken by unprecedented boldness in Atari's marketing -- but voicing that feeling brought us right back to the Byte article.

Not much more to report. James's attitude was patient but defensive. Follow-up questions are welcome here. (By me, I mean; can't speak for him!)

-- Brad

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OUR 8-BIT DISKS

by Bob Scholar SLCC 8-bit Software Chairman

SLCC1101 - January 1993

General Comments

First, an apology:- the November DiskDOC (on Disk No.1011) should have included a note that THINK.DBJ would not run properly with BASIC in the computer, therefore; - remove BASIC and use DOS 'L' to load it.

All DOC files on this disk are in Word processor format (CRs only at the ends of paragraphs).

We are in the eleventh year of SLCC DOMs. This is disk Number 1101.

D.O.M. Summary

This disk has 6 user programs on the front, and one Educational (Micro Tale animated story book) program on the back. The front has two UTILITY programs, one DEMO/Game, one Game, and two follow-up programs for last month's REBOUND Game- by J.D. Casten. All but 2 of the front side programs have DOCs - they're Documented below. The back doesn't need any DOC.

Contents - Disk #1101:-

FRONT:-

COLORVIS.BAS (& DOC)- a deceptively simple color matching Game/DEMO.
LOSTFOG.BAS & DOC - computerization of the 'FOG INDEX' of readability - a UTILITY.

NOCHARGE.BAS (& DOC)- Arcade Game;- help the old lady find the hidden Credit Cards.

REBOKIT.BAS- a construction kit for screens- for the Game of REBOUND, -on our 12/92 DOM. (AND:-)

REBOUNDX.BAS- is a collection of 10 contest winning Game screens made with it. DOCs for both follow.

TITLECARD.BAS & DOC - BASIC UTILITY to create fancy title screens.

BACK:-

Caveman Joe - is the animated Micro Tale storybook tale for kids, - as above. It takes the whole disk, and it's self explanatory.

Program Details

CAVEMAN (Joe) is from AIM Magaz-

ine for December 1992. It's another Micro Tale animated story for young children, by Charlie Parker, like the one on Disk #1009 (9/92).

COLORVIS.BAS is a DEMO disguised as a Game. It requires a reasonably accurate color monitor and a J/S. It shows that the same color can appear different if the surrounding colors, the illumination, and other factors vary. COLORV2.BAS is a special DEMO program for it; COLORVIS.DOC explains both. Erik Timmerman is the author- it's from ANTIC 9/88.

LOSTFOG.BAS (& its DOC)- by Greg Knauss, is a UTILITY from ANALOG #62 (7/1988). It Checks the readability of your text, using Robert Gunning's 'Fog Index'. The DOC explains all.

NOCHARGE.BAS- the DOC says it's modified(?) by Kevin D. Packard. It's a fast action Game- for one player with J/S. It's similar to HOWNICE (on Disk #1005). Both are based on the (classic!) 'Escape From Hell' by Tony Barnes, from the 6/1988 issue of ANTIC. I found it, and its DOC on the AIM disk for 10/92. I edited the DOC slightly for this disk.

REBOKIT.BAS (from ANTIC 2/87) is by J.D. Casten. It makes screens for REBOUND (the featured Game on last month's disk). ANTIC used it in a contest (see REBOUNDX, below). When you RUN it, (initializing takes about 40 seconds!) you'll see a screen with two blinking cursors and a display of 36 shapes. The upper (J/S) cursor is for drawing. The lower one selects shapes, using [OPT] & [SEL], to place on the screen. [START] toggles the two sets of shapes. Add text with the keyboard (inverse and lower case for more colors). Commands are:
[CTRL][S] saves a screen to disk
[CTRL][L] loads a saved screen
[CTRL][Q] exits the kit program
[SHIFT][1 to 5] sets screen colors

J/S to adjust; trigger to accept
J/S trigger deletes placed shapes
[SHIFT][CLEAR] clears the screen
Walls can include special shapes, or be 'fake', or even invisible. Using the many special shapes available can require a lot of trials and a great deal of patience.

Two MUSTS for designing screens:-

- 1) At least 1 Ogart per screen; & make him/them reachable.
- 2) Two (or 0) transporters/screen.

When SAVING a screen; you should move the drawing cursor to the place where FLIP should start out. Save it, with Filename and screen NO., as prompted. Then, exit with [CTRL][Q] and LOAD the REBOUND game. Next, you ENTER the new screen (use the above Filename). Finally, - SAVE the new REBOUND game, using a new file name. This completes the process. Run the new REBOUND to make sure the screen is in its place. (You can adjust the FIRSTSCREEN variable- see line 4- if you find it necessary.)

REBOUNDX.BAS (ANTIC 8/87) has 12 REBOUND screens. Ten were submitted by contestants. A Title screen and a Closing Screen were added by J. D. Casten. The winners names are shown on each screen. Initializing is slow- about 35 seconds. The [BREAK] key is disabled- use [RESET] key to LIST the code. Play them; & also use them as examples to help you create screens.

TITLECARD.BAS;- as the DOC says, is a program to create title screens for your programs. It was published in Creative Computing (July 1983) by John Anderson and Kelly Phillips. We have it in the SLCC library (V.1/#6). I found it on the AIM disk for Oct. 1992, with a DOC from Alex Pignato (OHAUG President). It deserves to be recalled from the archives. I edited the OHAUG DOC slightly, and added two commands:- [CTRL][F] and [CTRL][T], which toggle the fill feature and the text window, respectively.

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Dateline: Atari
Bob Brodie's Jan 8 GEie RTC.

/I \ Courtesy: GEie

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Friday Night Special Edition Real Time Conference
Dateline Atari! with Bob Brodie

Host - Lou Rocha

Friday, Jan. 8th, 1993

<[Lou] ST.LOU> Happy New Year to all our GEie members! Welcome to the first 1993 installment of **Dateline Atari! with Bob Brodie**. Bob is typing at us from Sunnyvale, the home of Atari Corp. and we expect to hear all the latest developments, especially with regard to the Falcon and its software-in-progress.

This week we saw a post from John Towns that SpeedoGDOS was very, very close. There was also a later comment that it will be sold due to licensing fees. Let's start there... Bob, what is the status of SpeedoGDOS?

<Everyone else, please /RAise your hands if you have a question for Bob>

<BOB-BRODIE> Good evening, and a Happy New Year to one and all! I hope that the holidays were enjoyable for everyone. I know that I enjoyed the time that I spent with my family in the two weeks of vacation time that I had over the Christmas holidays.

Let's get started and talk Atari!!

First I'd like to give some status reports on some projects that we're working on here at Atari. MultiTOS has a recent beta version go out to our developers just before Christmas. This version appears to be working quite well, although not perfect (I found a bug today, and got it fixed!!). We're now focusing on an installation program for MultiTOS, which was presented to me for evaluation yesterday. You'll be pleased to know that the entire package fits on a single 1.44 meg floppy. At this point in time we're planning on allowing ALL Atari 68000 computers to be able to run MultiTOS. There was some discussion that we might compile MultiTOS in such a fashion that only users with 68030 boards, TT030s, or Atari Falcon030s would be able to use MultiTOS. In speaking to the TOS group, they feel confident that they will have a shippable version of MultiTOS next week. Still to be decided is how we are going to distribute MultiTOS to our customers. Once that decision is made, we'll let you know via an announcement here on GEie, and in Atari Explorer Online Magazine.

SpeedoGDOS, our scalable font replacement for GDOS/FontGDOS/FSM GDOS is just about ready, too. As is the case with MultiTOS, we're evaluating the installation package very carefully so as to make it very easy for end users to install SpeedoGDOS. Presently the package consists of a five diskette set, which includes lots of BitStream fonts. I have been VERY impressed with this system. I had lived with extreme system slowdown when running FSM GDOS with more than 12 fonts on my system at work. I'm now running 71 Speedo fonts, with no noticeable performance degradation at all!!

Our customers will be able to call an 800 phone number that BitStream operates to order fonts to use with SpeedoGDOS. While not all of the BitStream font families have Speedo fonts in them, there are over 1,000 typefaces available that do.

We've decided to change the name of Concierge (previously ST Sutra) to Atari Works. It is still undergoing some testing, although it is much improved from when it was shown back at the Toronto Show last April. Much of the work has focused on the database portion of the program to improve the database import capabilities of the program. We're in the process of expanding our beta test group, and we're getting lots of good input from them for improvements in Atari Works. I'm very pleased with how the program is improving, and am even starting to use it myself much more often than before. Many of our staff members here at Atari, like the Administrative Assistants are starting to use Atari Works for their everyday word processor of choice.

Now, regarding the Atari Falcon030. I spoke at length with Sam Tramiel about the production/shipment status of this product on Monday. The sub-contractor that has been manufacturing Atari Falcon030s for us has not been able to meet our Q/A or production requirements. The number of the machines coming from this factory that have failed diagnostic tests is completely unacceptable to Sam. He is angry about this, as producing Atari Falcon030s is of paramount importance to us. Representatives from the factory were due

in Sunnyvale on Monday afternoon to discuss a solution of these problems with Sam. Regardless of the outcome of that meeting, Sam indicated to me that he was meeting with a representative from another factory to bring on board another manufacturer to produce Falcons for us. We expect this to delay significant shipments of Falcons until March.

There have been some rumors circulating that the Falcon030 is not FCC approved, and this is reason for the delay. This is simply not true!! As Atari indicated months ago, the Falcon has met with FCC approval. I note with some amusement that a request for FCC numbers was made by ST Report's staff in the message bases on GEie, AFTER our offices had closed for the holidays. Until today, there was never a request made to our offices for the actual FCC number via anything resembling conventional means, like a phone call, letter, or fax. Not even a request in email!! Today, Ralph Mariano called me and asked about the FCC status of the Falcon, and discussed in detail with me his attempts to have the FCC provide him with the number. I don't understand why he has had problems getting this information, as it is a matter of public record.

At the time of his call, I didn't have the number at my desk...but I do now! So, as promised, here is the FCC approval number for the Atari Falcon030: EBAF030ST, application dated September 18, 1992, granted November 5, 1992.

Falcon030s will continue to be available in small quantities until we get our second sub-contractor on board, or the production problems with the original contractor are resolved. Review units are being provided to publications that we believe can assist us in "getting the word out" on the Falcon. I'm ready to take on any questions that might be ready, Lou!

<[Lou] ST.LOU> Thanks Bob... our first question is from JCD at New Dimensions. Go ahead JCD

<[JCD] NEWDIMENSION> Bob, what are Atari's plans to help deter low-ball prices from mail-order houses? Will The Falcon only be available through Atari or will they be available through distributors, too? Atari only, I hope.

<BOB-BRODIE> Hi Jeff, we are working on a new dealer agreement that we think will have a lot more "teeth" to it, something akin to what some other well known manufacturers, although not necessarily a computer manufacturer use as their dealer agreement. We feel, as do many of our dealers, that the issue isn't so much mail order, it's the price that the units are sold for.

<[BRIAN.H]> Hi Bob. A few people have been inquiring in the BBS about an up-to-date list of AUTHORIZED Atari Service Centres. This would prevent some mail order problems and keep the customers happy. Can this be done?

<BOB-BRODIE> Brian, I'd prefer to hold off on that, since we're in the process of re-doing the dealer agreement. I can understand the concern about some users in finding out about authorized vs. Non author... and I'll try to make that available AFTER we have the new set up done. Probably happen in April or March.

<[Lou] ST.LOU> Thanks Brian. Next we have Andreas from AEO magazine.

<[Andreas@AEO] AEO.2> Atari Works (better name!) is a great program, and with the addition of Speedo, even on a mere MSTe, it is fast and clean. The output is some of the best I have seen on my DJ500. I hope we can see this program bundled with new machines and available for older machines too... can you expand on this Bob?

<BOB-BRODIE> Hi Andreas, I need to send you an updated version. You're not... up to date with some latest changes!! Atari Works is a fully integrated data base, word processor, and spread sheet with a spell-checker and thesaurus included with the program. I think as you have indicated, everyone will be very pleased with the results of the product. Many different printers are supported, and the new installation program makes things a BREEZE!

<[Lou] ST.LOU> Thanks Andreas... you took part of my question ;-) Next we have Chris Cassaday.

<[Chris C.] C.CASSADAY> Bob, all that you have said is extremely good news! Any comments on pricing of SpeedoGDOS, MultiTOS, and Atari Works? And when can I realistically expect to see them on my hard drive? About Multi-TOS: Are there separate 68000 and 68030?

<BOB-BRODIE> Thanks Chris, re pricing on MultiTOS, I'm not sure what the price will be for it. I'm confident that you'd love the pricing I have in mind... I think we should UPLOAD it exclusively to GENie, and let nature take its course. I'm not 100% sure that will happen at this point, though...but it might! Pricing on Speedo is more related to the pricing of the fonts. We have to pay a royalty on the fonts, and that is the real determining factor. Works is probably going to retail for about \$100, and perhaps be bundled with all machines that are sold after it's ready.

<[Lou] STLOU> Here comes Jonesy!

<[Jonesy] MJONES52> Bob, are the review units being bundled with a 'setup package' to help the reviewers get a representative look at what's available now, and a taste of things to come? And what's in it? <g> (Love your idea for MultiTos, btw!)

<BOB-BRODIE> Hi Mark, yes they are. We also bundle a copy of the International Software Guide. We try not to show them too much of what the... future might hold, as we want them to write about the here and REAL SOON NOW <grin>, and yet show them that we are planning for the future.

<[Lou] STLOU> Ringo is next Bob... on his own account so be gentle!

<[Ringo] R.MONFORTI> Bob B. I notice that Computer Graphics World magazine had a Falcon announcement. What other publications will have a Falcon for review. Specially the ones that do multimedia?

<BOB-BRODIE> Yes Ringo, we have made inroads with about 19 different mags to have announcements and or reviews on the Atari Falcon030. Let me look real quick on my desk and see if I have it handy... Found it! Applied Techniques, Business Week, BYTE, CNN, Computer Retail Week, Computer Technology, Computing NOW, Datamation, Design News, E.Q. Magazine, EDN News, Eyecom Magazine, Keyboard, Motorola DSP Newsletter, MultiMedia World, New Media, Newsbytes, Noteworthy, PC Laptop Computers, Scientific Computing & Automation, Studio Software Report and a bunch of others that I can tell you about in email! :)

<[Lou] STLOU> JCD is back with his second question... then C.FLUEGEL and Kent Cavaghan. Others may /RAise their hands again! :-)

<[JCD] NEWDIMENSION> Will Jerry Pournelle be getting a Falcon soon? I understand he's had an Amiga A1200 for some time now to review. Also, MultiTOS looks great on my TT030. I think everyone will be very pleased.

<BOB-BRODIE> We have already spent quite a bit of time with Jerry showing him a Falcon030, and expect him to get a review unit soon. We opted to provide one to BYTE Magazine first, rather than just one for Jerry. Perhaps saying JUST one for Jerry is a bad way of phrasing it, because obviously we want him to have one. I was present when we did the demo for him, and he's very enthusiastic about the Atari Falcon030. Especially the sound capabilities. I agree with your sentiments about MultiTOS, I'm in the process of doing everything to it that no one should do <GRIN>, and finding a few more interesting events. Eric Smith was in my office for awhile today, and we had a nice time...and an update came out in a matter of hours.

<[Lou] STLOU> GA C.FLUEGEL.

<C.FLUEGEL> I was talking to James Grunke about the NAMM show and the Falcon roll out. He said originally he had planned on having plenty of Falcons on hand but that there were problems and he may not have any for sale, but he hoped to have a few. What are the current plans at the NAMM show? As the Falcon already has a good following in

the Audio Realm (I get people in everyday asking about it, they don't know who makes it, but they hear it is supposed to be great)... How big of a showing will Atari have??

<BOB-BRODIE> We have a very large room at NAMM this year, that will feature... 16 workstations with developers manning them. There will be a number of Atari Falcon030s there for people to see, and try there. In the event we are able to resolve our problems with the production at the factory (particularly with the Q/A issues) then we will be able to fill the orders that much sooner. I expect to take orders for machines at NAMM, we will once again, be the premier computer at NAMM, as Apple and IBM have both bowed out. There has been terrific coverage in the music mags have been ringing my phone off the hook for information on the Falcon. I can also assure you that the show will be well covered here on GENie, and in the Atari Press as well. Atari Explorer Online, our official online newsletter, and the excellent Z*Net Online magazine will be covering the show, as well as AtariUser Magazine providing the memorable print coverage for the show.

<[Lou] STLOU> Thanks Bob... now we have Kent Cavaghan. GA Kent

<[Kent@OakSpr] K.CAVAGHAN2> Bob, in regards to your idea on uploading MultiTos, would disk vendors be allowed to distribute it as well or will it be limited distribution like FontGdos (just curious :)) I think it's a great idea either way.

<BOB-BRODIE> Hi Kent, I confess that I haven't even considered that at this point in time. I'm much more focused on getting the product done. I appreciate you bringing that issue to my attention, and I'll be sure to pass along that concern to the staff here. Good Point!!!

<[Lou] STLOU> GA Matt Rivman.

<[Matt] MRIVMAN1> Mr. B. (Bob) I appreciate the entry level status of the Falcon 030 and agree with it. But as one of those who long for tower, pizzabox', detachable Keyboard what can you say about near future 030, 040 config's? Sorry to harp on it! Re: Apple and IBM bowing out of NAMM... Cowards!

<BOB-BRODIE> :-) Hi Matt, I've always respected someone who knows when to do a graceful retreat! :) Re the Falcon box, let me put it this way...we've made other entry level home computers in the past, like the ST, and the STE. Both of them ultimately were placed in a two piece unit later on in the product's life span. So it is not unreasonable to guess that the Falcon might one day be in a different case...many of our products have. But the real issue is when will it happen? With the ST, it was over a year after the original machines shipped. With the STE, about two years.

<[Lou] STLOU> GA Andreas.

<[Andreas@AEO] AEO.2> Atari ST Format had a comparison of the A1200 to the F030, favoring (guess who?) AEO should have an article based on a similar topic soon. Already there are graphics cards and accelerator cards available for the F030. Bob, do you think once the crush is over we can get the TOS crew on GENie or Delphi to bug them about TOS hints? thanks Lou!

<BOB-BRODIE> Sure, that would be an excellent idea, Andreas. Once the "crush" is over, I think we can probably get someone like Eric Smith (who will probably kill me for volunteering him) online for a CO or for some activity in the message bases. Of course, here on GENie, John Townsend is already online, although not as active as before. There is a topic here on GENie for programming q's to be left to TOWNS, I think it is CAT 3 Topic31...could be wrong though! :)

<[Lou] STLOU> Harj...save us! :-)

<[Harj] H.NAGRA1> Any idea on the number of Falcons that will be released in January to the general public? I'm very disappointed in the delay...any chance the Falcons in March will have the much rumoured new case design?

<BOB-BRODIE> Harj, I'd prefer not to give out actual

numbers, until they are in the warehouse. Believe me, when I spoke to Sam about the availability of the Falcon, he was thoroughly disgusted with the entire situation. The shortage of the Falcons is not a US problem it is a worldwide problem...we're almost competing against our subsidiaries around the world to get product at this point in time. Re the case...check out my answer from before. :) I share your disappointment in the delay and so does Sam.

<[Lou] STLOU> Ready for more Bob? Chris. GA.

<[Chris C.] C.CASSADAY> Bob, there are some rumors in Euro mags about CD-ROM versions of the Falcon030. Can you comment on future variants of the Falcon030, and whether these new machines will necessitate the newer cases.

<BOB-BRODIE> Chris, No...I can't. Other than what I've already stated about the case structure in other questions. There is no question that the machine will mature, the question is how quickly will that happen. Current versions of the Falcon030 are ready for a CD unit out of the box, there will be no reason to wait. I can only guess that having the CD included (if such a thing were done) would be reflected in the price of such a wonderful machine. :)

<[Lou] STLOU> LYRE from AEO... fire away!

<[33] Lyre] AEO.3> Bob, you mentioned that their will be developers displaying their products at NAMM. Can you tell us which developers will be attending and the programs they will be demonstrating?

<BOB-BRODIE> I can tell you the developers, but I'm not 100% up to speed on what they are going to be showing. The developers are D2D Systems, Chro-Magic, CodeHead Software, Barefoot Software, Goldleaf Pub., Thinkware, Dr. T's, Compo, Gadgets by Small, Hotz Technology, Digital FX, Okital, Steinberg, and Yamaha, along with a new developer that I am not personally familiar with named MGI. They are from Germany.

<[Lou] STLOU> C.Fluegel.

<C.FLUEGEL> VERY large hard drives, where and what will be available? Is PLI still supporting the Atari? SCSI-2 and 2 1/2 drives are still quite uncommon. Also, when will WE the public and or dealers find out how the meeting with the folks who are actually building the Falcons went?

<BOB-BRODIE> I think it really depends on the application that you're using as for how much hard disk space you will need to get things done. I've not had any problems with connecting any type of common disk drives, like a Maxtor to a Falcon030. You don't have to have a 2 1/2" drive, that's just what the IDE drive is that is internal for the Falcon. Since the SCSI-II port is there it is EASY to connect up bigger units. We have hooked up 340 meg Maxtor units with no problems, pulled 'em right out of a TT030, which isn't SCSI-II. Please bear in mind that the pricing on the hard disks is not something we control, but is the same for all of the hard disks that are produced across the market. Re the meeting... after I have a chance to speak to Sam, I'll try to pass along the meeting. I can assure you he wasn't going into the meeting with the reps that are NOT meeting our expectations with a smile on his face. On the other hand, the second company that we will be bringing on board is run by an old friend of the Tramiels, and I expect to see results from them quickly, like within a month.

<[Lou] STLOU> Oooo... I love techie-talk, Bob :-) Next we have JCD, then Chris Oates and George from JMG Soft in Hamilton, CANADA! GA JCD...

<[JCD] NEWDIMENSION> Concerning the redesign of the ST Book, what are some of the changes it is going through? Additionally will the floppy drives in future machines ever be replaced with Floptical drives or the like? C.FLUEGEL: We sell fixed HD's up to 3.6 Gig!!

<[Lou] STLOU> Nice plug JCD :-)

<BOB-BRODIE> You forgot to include pricing, Jeff. You're slipping. <-: Re the ST Book, you can expect things like back lighting in the LCD screen, and possibly floppies or PCMCIA connectors. There are some discussions about

changing the microprocessor in the unit to something that is a little bit more "contemporary" than an 8 Mhz 68000. Please bear in mind that we're focusing on the Falcon and the Jaguar right now, the ST Book is not getting 100% of our attention at this point in time.

<[Lou] ST.LOU> Chris Oates, thanks for waiting. Your question please?

<C.OATES2> Hi Bob. I already take the hypothetical nature of two-piece Falcons as a given, but do you see it as likely that if and when such machines ship they will contain the VME bus slot that we Mega STE and TT owners have? I for one have already invested a good deal of money in a Crazy dots 15 board, which surpasses current Falcon graphics (and possibly future) and would like to think that I can take the card with me when I upgrade my machine...

<BOB-BRODIE> Chris, obviously I can't make promises about such a prospective product with certainty, but I will be happy to encourage that suggestion to the design team. We use graphics cards here at Atari as well, and believe me, we hate spending money we don't need to just as much as you hate to.

<[Lou] ST.LOU> Let me put in an extra plug for the VME Bob! Now we have George from JMGSoft.

<[George] JMGSOFT> First off, thanks Bob for doing these RTCs. I don't envy the position myself... But to the question... What is being done, if anything, for the Canadian market. Since the Canadian Sub closed up, it has been pretty bleak and dismal up here when it comes to Atari support. No service, information, parts, and things just aren't ticking very well. I am still trying to resolve issues that date back to August when the subsidiary closed up. It is this all we can expect up here in the North? It doesn't look pretty, since I don't think the Atari brass considers Canada too seriously anymore.

<BOB-BRODIE> George, I was not aware that there were problems in getting service and repairs done. We have a specialist in Canada to deal with our Canadian dealers, who is well acquainted with Canada in the persona of Randy Tjin. Before we went off on holidays, Sam and I personally checked on the repair logs, and we were told that they were running about a week to get each item out, and in fact were on target for their dates. If there is other needs that haven't been taken care of, please FAX the details to me at the office so we can address them. Certainly the change over to the US from Canada has not gone smoothly, but we are committed to continuing to do business in Canada. If you have specific needs as far as information goes...we know each other, George. ASK! My address online, and phone numbers are pretty well known, and I invite your call. Thanks for the comments about being online, though!

<[George] JMGSOFT> Thanks for your continuing commitment. I'll be in touch :-)

<[Lou] ST.LOU> Dave Stuart is the last one in line... last chance to/Raise your hands folks. GA Dave. Bob... let me know when you have had enough for this month :-)

<[D. STUART] AEO.7> Does the FALCON include any 'bundled' software? And if so, is there an opportunity to develop said software directly for ATARI??

<BOB-BRODIE> Yes, the Falcon will be bundled with 8 applications when it is shipped. The products include Audio Fun Machine, Falcon D2D, a direct to disk recorder, System Audio Manager, ProCalc, a full scientific calendar, Talking Clock, CalAppt, a calendar/rolodex type of utility, and a couple of games, BreakOut and Land Mines. YES...there is an opportunity to write that software for Atari. We in fact used outside developers for some key components of the software, like the System Audio Manager.

<[Lou] ST.LOU> Here's Dorothy...

<DA BRUMLEVE> I've seen numerous rumors about the Falcon already shipping to dealers in small quantities in Germany and in England, and yet you refer here to "when it is shipped". Are the rumors false? Or do you just mean "when it is shipped in NA"?

<BOB-BRODIE> Excellent question, Dorothy. I do in fact mean in North America. There are small shipments of Falcon030s being sent to dealers in other parts of the world. Some of those units have been sold without MultiTOS, and with other minor problems. Like the Cal Appt Manual that shipped in Germany is written in English. Another example of the Q/A problems that we've had with the factory.

<DA BRUMLEVE> I don't think many of us would consider an English manual a problem. :-)

<BOB-BRODIE> Virtually all of the machines that we've had here in the US have gone to either review sources or developers. I agree with your sentiments about the English manual here, but the German TOS and Keyboard might prove challenging...or should I say educational??? <grin>

<[Lou] ST.LOU> Whew... you must be getting tired. Four more Bob.

<[Lou] ST.LOU> Kent Cavaghan, C.Fluegel, Dave Stuart and Brian Harvey.

<[Kent@OakSpri] K.CAVAGHAN2> Bob, there has been some concern about registrations that are sent into Atari and what if anything they are used for? Will the lists that are created be used for follow ups and promos or are they just being recycled :)

<BOB-BRODIE> Kent, they are indeed used, we build customer lists from them and they are in fact used for follow ups. We expect to be using them much more in the future than in the past.

<[Curt/ Guitar] C.FLUEGEL> The original plans were to have "demo units" at dealers before Job 10 is now listen-only. any major rollout, is this still the plan? Even if you have to change manufacturers, can we still expect to see a demo unit here at Guitar Center? (James Grunke said we should, I hope it is true)... GA... Ps if I send you \$900, will you send me a Falcon j/k

<BOB-BRODIE> Curt, the bidding is much higher than that at this point...NO! <grin> Seriously, we intend to make demo units available for the dealers and regard this as a very important step in the process of both selling and marketing the Falcon. We do have a demo unit plan for our dealers that purchase directly from us, which is one of the benefits of dealing directly with Atari, rather than thru another re-seller or distributor. We have, when possible, shipped units to dealers for special exhibitions on a temporary basis. If you have a specific need for a unit for a really important event for your dealership, then feel free to contact me.

<[Lou] ST.LOU> Dave Stuart... from AEO! GA

<[D. STUART] AEO.7> BOB... Just thought I'd mention here, then, that I've E-mailed you a proposal re: the previous query! Aside from that, what is the latest concerning AIM - if you know anything. I know this is a change of topic, but one of interest to all!

<BOB-BRODIE> I always forward those things along to our dev support group, but I'll be happy to send it along again. We do get an awful lot of those, it's possible that they overlooked yours, and for that, I apologize. Regarding AIM, I really haven't spoken to Pattie or Bill in some time myself. I know no more than you... it's been a while since I've seen an issue of AIM, and they seem to be a bit behind in their issues. But since Explorer is also a bit behind, I'm not about to cast stones. But since we're now speaking about EXPLORER, I'm happy to report that the latest issue of Atari Explorer has just come back from the printer, and looks FABULOUS! This is the first issue under the capable efforts of Mike Lindsay and Darren Meer since they have taken over the magazine. Mike is lurking tonight here online as AEO.MAG, so be sure to say hi to him!!

<[Lou] ST.LOU> Our last questioner is from my fellow RTC sysop... Brian<Brain> Harvey. :-) GA

<BRIAN.H> What about the Jaguar? Will it be finished this year? Is it as good as the rumours? Will this be the GAME machine??? I am not trying for rumours, just the facts [grin].

<BOB-BRODIE> Hi Brian, it looks FABULOUS. Sometimes mere words are a poor tool to describe things...and this is one of those cases. During my discussions with Sam earlier this week, we went over to the lab and had a peek at the Jaguar. I was astonished at the quality of the machine. We've begun shipping developer units out now, and have had developer symposiums for the units as well. The very-well-known-programmer, whose name I cannot reveal that is here in Sunnyvale working with us on the Jaguar is VERY enthusiastic about the machine. The demo that he showed us was extraordinary, both colorful and fast, the horizontal scrolling was smooth, and very, very very fast!!!! Howzat, Brian?? :)

<BRIAN.H> Thanks Bob. Sounds great!!!!

<[Lou] ST.LOU> Bob... while you get your closing statement ready... Brian has a little announcement... then so do I :-)

<BRIAN.H> I have a quick plug for the next RTC!! Everyone, don't forget the roundtable conference next Wednesday night with the IAAD. What's the IAAD? The Independent Association of Atari Developers (IAAD) The RTC begins at 10 pm EST, Wednesday, January 13. Ask about current and future products. Meet the folks who bring your computer to life with software and hardware enhancements!

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<[Lou] ST.LOU> Thanks to Bob for a magnificent evening and thanks to all the users who stopped by - old and new faces alike... especially my good friend Martha Dycus who stayed to the very end! Yea Martha! I would also like to mention that the inaugural Genie Notes Column will appear in the next issue of Current Notes! Eight pages of great GENIE news. Make sure your friends see it!

<[Lou] ST.LOU> OK Bob... you were great, great, great!!!! So you can have the last word tonight. GA

<BOB-BRODIE> Lou, thanks again for doing such a stellar job of running the RTC. Once again, I've had a wonderful time being here on GENIE, our official online service. I appreciate the opportunity to gather here on this monthly basis, and think that it will continue to work well for ALL of us. I'm looking forward to next month's CO already with great anticipation, the first ones have gone over so very well. Thanks again for attending, and good night!!

Dateline Atari! with Bob Brodie is held on the first Friday of each month. Watch the RTC Banner for details. See you on February 5th, 1993 for the next installment of Dateline Atari! with Bob Brodie.

You are also invited to drop in on Monday or Wednesday evenings each week. Bob Brodie can often be found "with the gang" on those nights too! All Real Time Conferences begin at 10:00 p.m. Eastern Time.

Hey!
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Goldstein's Goofed-Up Minutes

The meeting was called to order (almost on time) by President Bob Woolley. All officers were present except for our malingering secretary (which is why I have to conjure up the minutes this month). A motion was made and seconded to have the club purchase a DeskJet 500 printer for the Journal editor. The motion was passed unanimously (a dissenting vote was cast for Moran in absentia but since nobody pays any attention to him anyway it was overruled). Bob Scholar presented his 8-bit disk of the month. There being no further business, the usual crooked raffle was held. This one was more crooked than usual since the first three numbers drawn belonged to our illustrious president. There being no further business, the meeting was adjourned.

Steve Goldstein
Journal Editor.

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Calendar - February 1993

Sunday Monday Tuesday Wednesday Thursday Friday Saturday

	1	2 General Meeting 8:00 PM San Leandro Library	3	4	5	6
7	8 ST SIG 8:00 PM San Leandro Library	9	10	11	12	13
14	15	16	17	18 ST Beginners SIG 7:30 PM	19 Publishing SIG 7:30 PM	20 Journal Deadline
21	22	23	24	25	26	27
28						

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